

# Berenice Cortes

Assistant Store Manager

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## PROFESSIONAL EXPERIENCE

### San Jose Museum of Quilts & Textiles

San Jose, CA

*Community Engagement & Outreach Coordinator*

*2022- 2024*

- Mobilized community and neighboring partnerships by activating engagement and hosting multiple collaborative projects.
- Redesigned museum goals with cross-functional departments and initialized museum education opportunities.
- Cultivated accessibility and engagement of fiber art and diversified workshops, classes, talks, & performances.
- Consolidated analytics with the help of surveys, reports and audits reflecting engagement expansion.
- Activated the Museum's volunteer program offering career and personal development opportunities to establish a fiber-art-hub in downtown San Jose.

*Store Manager*

*2021 - 2022*

- Facilitated store administration through sales reports, sales-data analysis, fund allocation and community outreach.
- Executed marketing campaigns growing engagement through social media.
- Managed stakeholder relationships with an increase of artist engagement.
- Consolidated data infographics for business optimization.

### Ross Dress for Less

San Jose, CA

*Area Supervisor*

*2016 - 2020*

- Delegated and motivated team members to achieve first-class retail execution.
- Upheld retail standards by addressing concerns in a welcoming and intentional manner for customer satisfaction.
- Trained the Loss Prevention Team and offered constructive criticism to enforce theft mitigation protocols.

## EDUCATION

**San Jose State University**

*Bachelor of Fine Arts in Digital Media Art*

**San Jose, CA**

*2020*

## PROJECTS

*CADRE Mentorship*

*2020*

- Mentored one insightful Freshman to explore innovative art practices applied to a culminating virtual exhibition, *Metamorphosis*.
- Managed weekly meetings offering discussions on project development, research methods and design opportunities.
- Designed a 3-D gallery space with Blender to exhibit virtually in New Art City.

*The Human Machine Interface*

*2020*

- Troubleshooted, compiled and executed Arduino code to implement within a microcontroller.
- Manipulated an Arduino microcontroller by adding multiple enhanced hardware pieces allowing minimal movement.
- Developed and compiled C++ syntax for functional Arduino microcontroller.

*Game Development*

*2020*

- Collaborated with a Graphic Designer to effectively execute a visually expressive simple video game.
- Developed, compiled C# code in Visual Studio and integrated pixel art to execute a functional game.
- Led cohort in multiple play tests to troubleshoot bugs resulting in an enhanced playable 2D pixel art game, *Mold Attack!*

## SKILLS

*Professional:*

Resourceful | Self-directed | Enthusiastic | Visionary | Colorful |  
Strong organizational skills | Excellent interpersonal skills

*Technical:*

Google Workspace | Adobe Creative Cloud | Unity | Blender |  
Arduino | Processing | HTML | CSS | JSON